

9 BALL SCORING FOR ALL TAP PLAYERS – LOCALLY AND AT ALL TAP EVENTS

Dead Balls: Dead Balls are any balls that are pocketed but not intended to go, are out of numerical order or were not part of combination shot.

Some examples:

If you make a ball in the pocket and another ball drops, the additional balls that drop are marked as dead balls.

All Balls must be accounted for. Therefore, the Dead Ball Box is very important.

Comp: Any legal shot that is pocketed. There can only be one completion marked per shot. (If you pocketed the ball, but scratched, it is still marked as a completion and not a miss, as you executed the skilled shot.)

Miss: Any shot that a player does not pocket as the legal shot.

If you break and do not pocket any balls or you scratch on the break, it is NOT counted as a miss.

DEF: Any defense that is called should be marked here. Also, if the scorekeeper feels the player did not make a true attempt at making a ball, a DEF should be marked. (Defense and Miss cannot be marked on the same shot.)

Push shots, only can be done after break, and should be marked as a DEF and if opponent gives back to you, should be marked as a DEF for the opponent, so they are both strategical moves.

Scoring for DEFENSE is done how the scorekeeper sees it for each team/singles.

NOTE: It is a rule you cannot call safe and legally pocket a ball. It's a completion.

MOB: Stands for Made on Break. The total number of balls, Made on the Break, by the breaking player, get marked as the breaking players MOB in that players MOB box. (All Balls Pocketed on the break, get marked in the MOB box only. They are NOT dead balls.)

LOT: Stands for Left On Table. Any balls, left on the table at the end of the game, due to a 9 ball combo, go to the losing player's LOT.

If the 9 ball is MOB, the losing player gets the balls LOT.

Games Won: Total number of games won by that player.

Games Lost: Total number of games lost by that player.

9 Brk: Stands for 9 on the Break. Gets marked for the player that won by making 9 on the Break.

9 B & R: Stands for Break and Run. Gets marked for the player that makes a ball on the break and runs the entire rack without Combo and without missing, to win the game.

Combo 9: If a combination on the 9 gets made, mark as a completion and any balls left on table, get marked as LOT for losing player.

Match W or L: Circle for what that player did, Win or Lose.

How to Check That All Balls Are Accounted For

The total number of balls in the following boxes for both players should total up to 9 Balls times the number of games played.

Dead Balls + Comp + MOB + LOT = Total number of balls for match. (Each ball should only be marked once.)

So, if two players play a match of 7 games – Total number of balls should be 63, in these 4 boxes for BOTH players. PHONE APP DOES THIS FOR EVERYONE, BUT JUST SO ALL ARE AWARE.

Scoring does not have to be compared for each column/box between two teams/singles. Scoresheets submitted through the Phone APP are than merged from both teams. The scorekeeping is the most important function to the league and all of its players. It gears everything.

Complete and accurate is what we are looking for. Anyone caught making up a scoresheet, playing a player under another players name or adding /deleting marks to the columns to affect the handicaps in anyway, will be removed from the league. This can include captain, player and or entire team and is at the operators' discretion/tournament directors, at any time.